NES-09-USA ★

Wizardry®

PROVING GROUNDS OF THE MAD OVERLORD

A Game of Fantasy and Adventure

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3) Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
4) Do not clean with benzene, paint thinner, alcohol, or other such solvents.

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We Appreciate Your Comments

As you play Wizardry and read this manual, you may think of ways in which we can improve our products. If you do, we want to hear your ideas. Suggestions from players have often helped us in the past, and that's a tradition we want to continue.

We Appreciate Your Questions, Too

Of course, no quest can be solved without overcoming many puzzles. Should you find yourself stumped, call or write Sir-tech to get the hints you need. We will do our best to get you and your party adventuring again.

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Sir-Tech Software, Inc.
P.O. Box 245
Odgensburg, NY 13669
(315) 393-6512

Weekdays 4:00-8:00 p.m.
Eastern Standard Time

Nexoft Corporation
11105 Dana Circle
Cypress, CA 90630
(714) 373-2054

Weekdays 9:00-5:00 p.m.
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Availability

Wizardry – Proving Grounds of the Mad Overlord is also available for IBM (and 100% compatibles), Apple, Commodore 64/128 and Macintosh computer systems. Wizardry II, III, IV and V are also available on IBM, Apple and Commodore 64/128 (except Wizardry IV) computer systems. Contact Sir-Tech Software or your local software dealer for further information.

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- Reorient the receiving antenna
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- Move the NES away from the receiver
- Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

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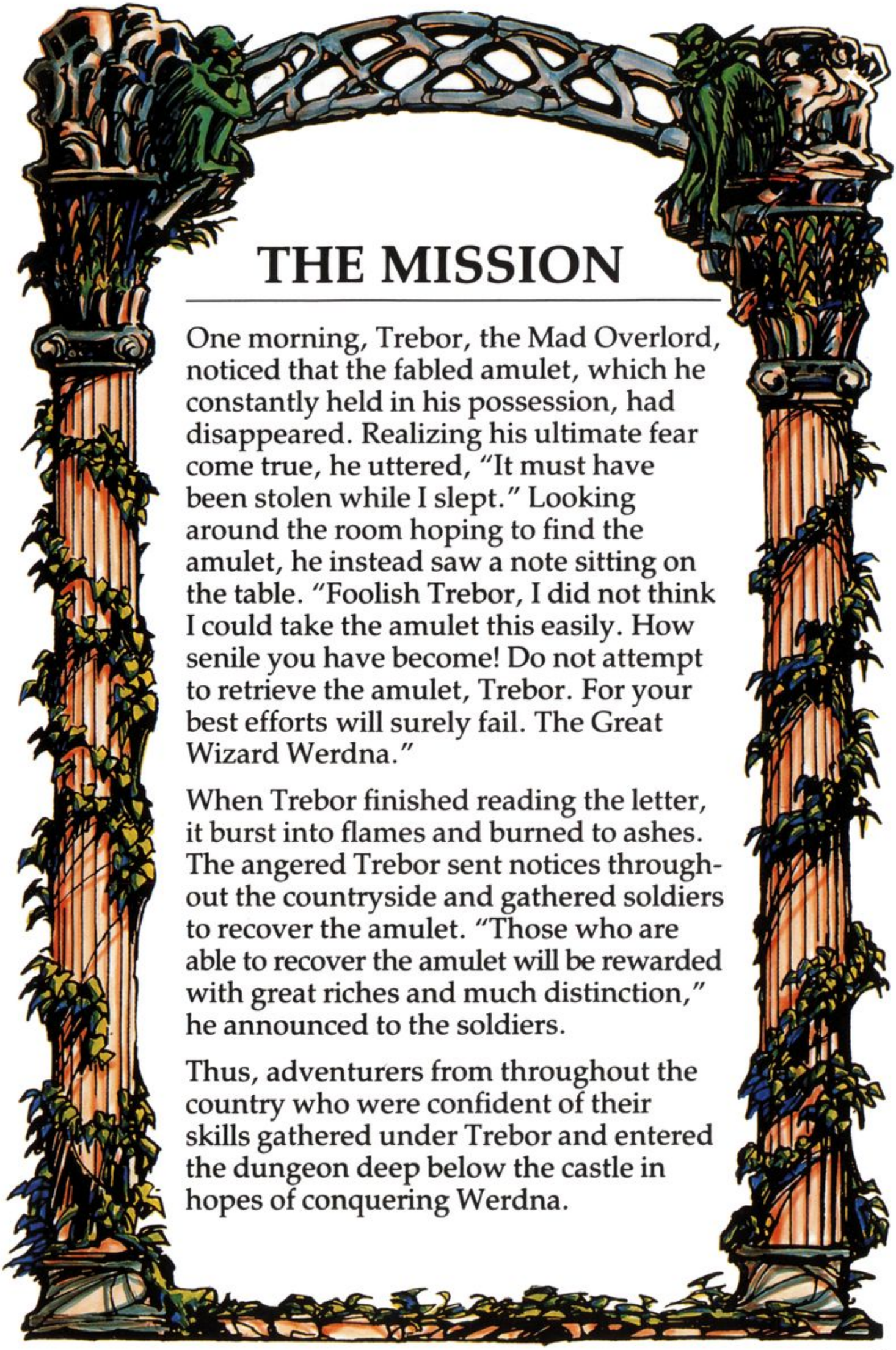


THE MISSION

One morning, Trebor, the Mad Overlord, noticed that the fabled amulet, which he constantly held in his possession, had disappeared. Realizing his ultimate fear come true, he uttered, "It must have been stolen while I slept." Looking around the room hoping to find the amulet, he instead saw a note sitting on the table. "Foolish Trebor, I did not think I could take the amulet this easily. How senile you have become! Do not attempt to retrieve the amulet, Trebor. For your best efforts will surely fail. The Great Wizard Werdna."

When Trebor finished reading the letter, it burst into flames and burned to ashes. The angered Trebor sent notices throughout the countryside and gathered soldiers to recover the amulet. "Those who are able to recover the amulet will be rewarded with great riches and much distinction," he announced to the soldiers.

Thus, adventurers from throughout the country who were confident of their skills gathered under Trebor and entered the dungeon deep below the castle in hopes of conquering Werdna.

BEGINNING THE GAME

Insert the *Wizardry* cartridge in the NES (Nintendo Entertainment System) and turn on the switch to show the title page *(Photo 1)*. Move the arrow (→) to Start Game and press the [START] button or the [A] button.

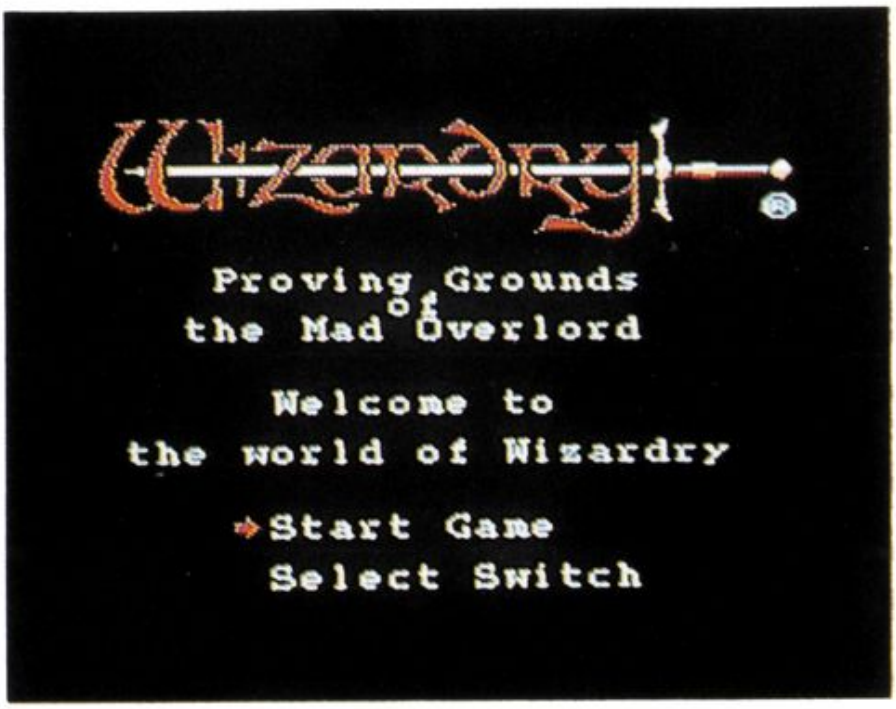


Photo 1. Choose Start Game when you first begin.

Move the arrow (→) to SELECT SWITCH and press the [START] button or the [A] button *(Photo 2)*.

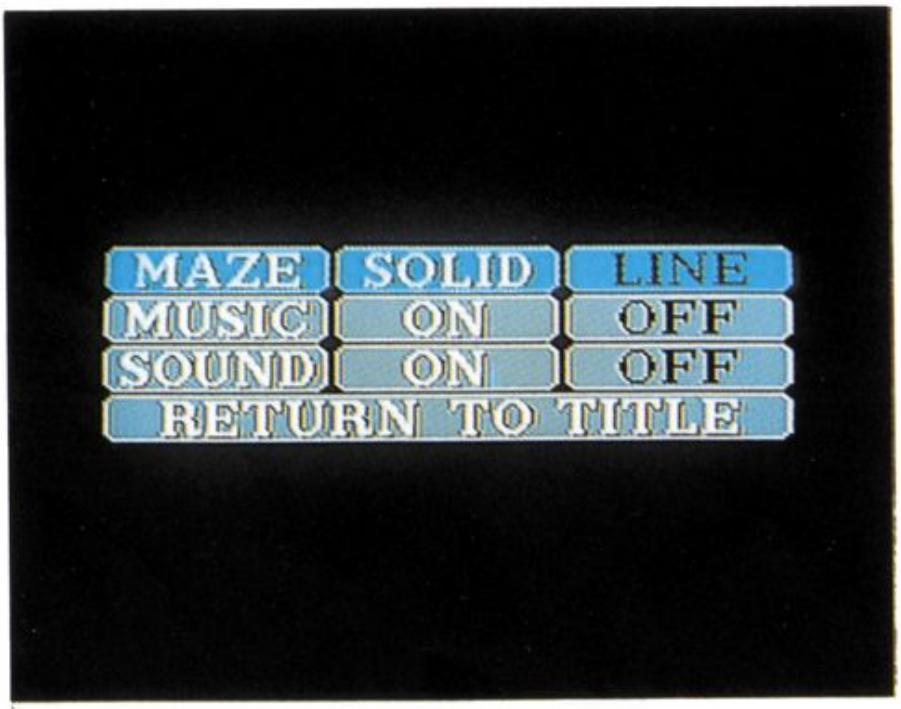


Photo 2.

THE CASTLE

When the game has started, the display of *Photo 1* will appear. You are now inside the Castle. The Castle is the starting point of all adventures, the relay point and the final point. You and your characters may return to the Castle at any time to rest, heal up or buy useful items for your adventure. Let us take a walk inside the Castle.

Photo 1. There are many facilities inside the Castle.

INSIDE THE CASTLE

Gilgamesh's Tavern

At the tavern, many adventurers gather in small groups. By choosing among them, you hope to build a team capable of surviving the rigors of the dungeon.

Adventurer's Inn

The Inn offers several services your characters will need from time to time. Here your characters can rest, be healed for a fee, gain experience levels and recoup magic points.

The Temple of Cant

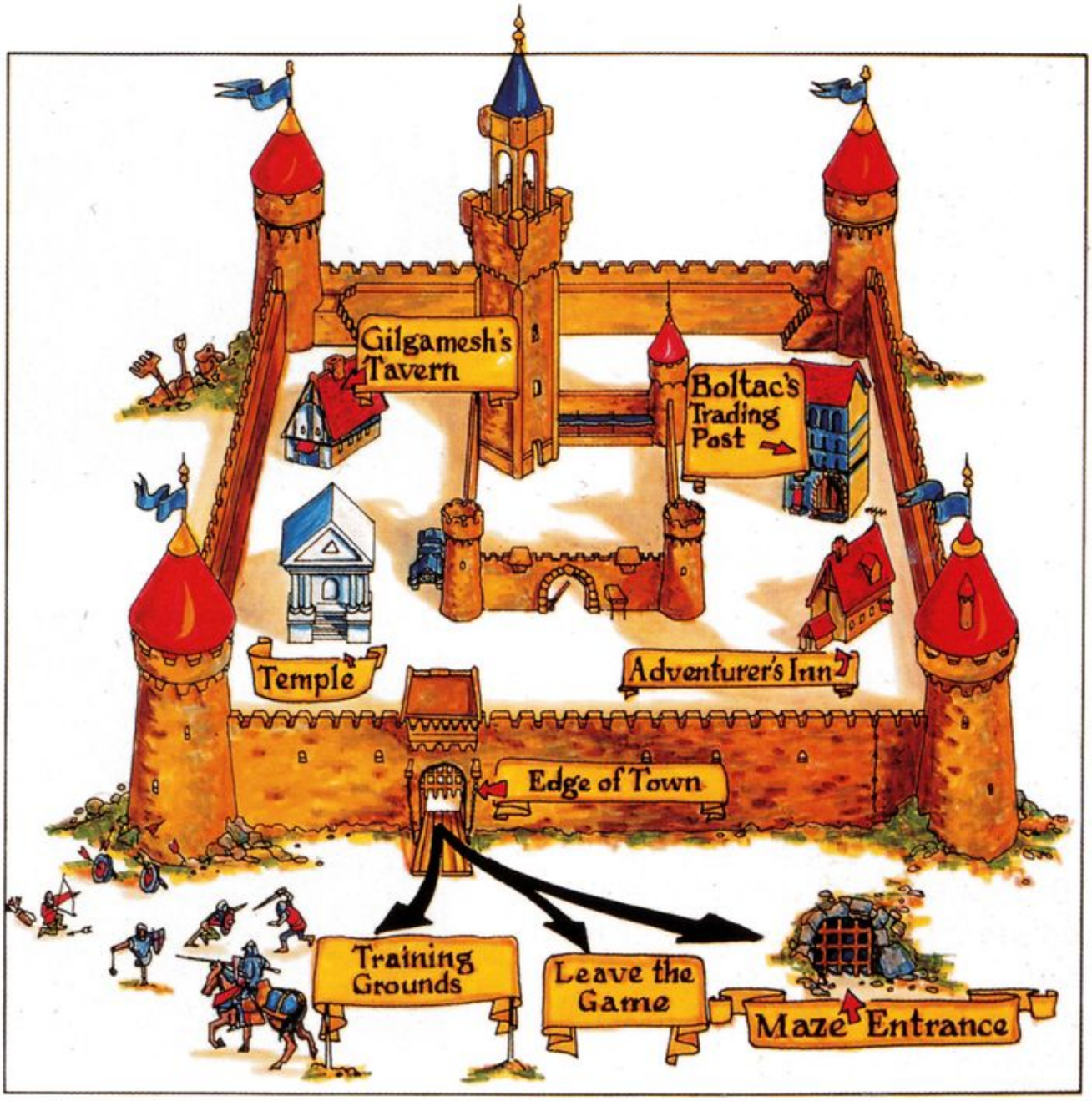
The Temple clerics offer characters who have been demised or otherwise humbled a second chance at life. For a fee, the clerics will attempt to resurrect characters who are deceased or in ashes, and will cure those who have become paralyzed or petrified.

Boltac's Trading Post

Boltac buys and sells weapons, armor and other items your characters may find necessary or useful in their adventure. Boltac will also remove curses from items and identify items of unknown origin.

The Edge of Town

The Edge of Town leads you out of the Castle to the Training Grounds, where you create your characters, and into the Maze where all adventuring takes place.


Gilgamesh's Tavern
Boltac's Trading Post
Temple
Adventurer's Inn
Edge of Town
Training Grounds
Leave the Game
Maze Entrance

GETTING STARTED

Creating a Character in the Training Grounds

You may create your own characters for your adventure in the Training Grounds at the Edge of Town. However, if you would like to get a taste of the dungeon right away, you will find six characters already created for you in Gilgamesh's Tavern.

Assembling a Party at Gilgamesh's Tavern

After creating your characters, a party (a group of characters for the adventure) is assembled in the tavern. You should have six characters in your party, as any less often spells disaster for you and your troop. To get a good balance of characters for combat and adventure, gather three characters of the fighting variety (Fighter, Samurai, Lord), two magic users (Cleric, Mage, Wizard) and a Thief.

Buying Weapons and Armor at Boltac's Trading Post

Before your characters enter the maze, they will need weapons to defend and armor to protect themselves. For a fee, Boltac will provide your characters with everything they need. Characters you have created in the Training Grounds will have a small gold allowance to buy such items. However, the pre-created characters found in the Training Grounds already have the necessary armaments, and do not need to visit Boltac's at this time.

Adventuring into the Maze

With their weapons ready and a thirst for battle, your characters head to the Edge of Town and into the maze. As your party enters the dungeon, they set up Camp to prepare themselves for the hazards ahead. Here you should first **Equip** your characters for battle with the items you purchased at Boltac's. Afterward, **Reorder** your party. Remember that the first three characters in the lineup can attack with weapons, and may be physically hit by the monsters. Put characters of the fighting variety in these ranks. Magic users and thieves should remain in the back ranks.

Entering the Dungeon Proper

After leaving the Camp, your characters enter the magical place of much adventure, the *Wizardry* maze *(Photo 1)*. Here your party will fight monsters, find gold, magical items and treasure, become more experienced and battle-worn, and learn of the quest they are about to embark upon. As you pilot your party through the maze, map your journey (a piece of graph paper is helpful). The maze is a 20 x 20 grid. When you take a step, map what you see around you and before you. Eventually, you will be able to pilot your way using the map you created. Beware of traps such as spinners, teleporters, secret doors and hallways which "scroll" from one side of the map to the other, all designed to mislead you.

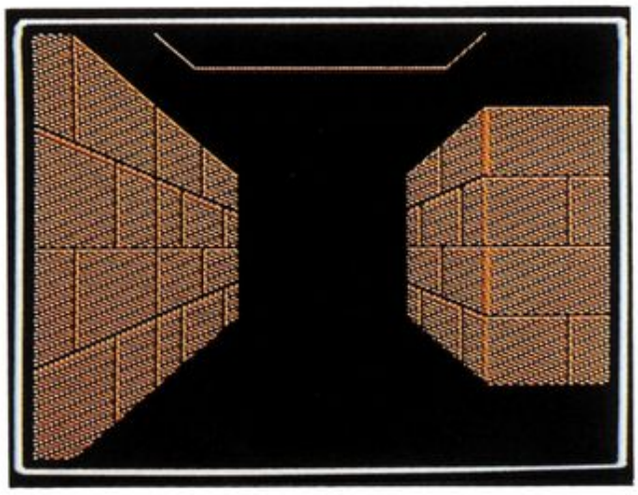


Photo 1.

Photo 2.

Hack-Slashing Fun

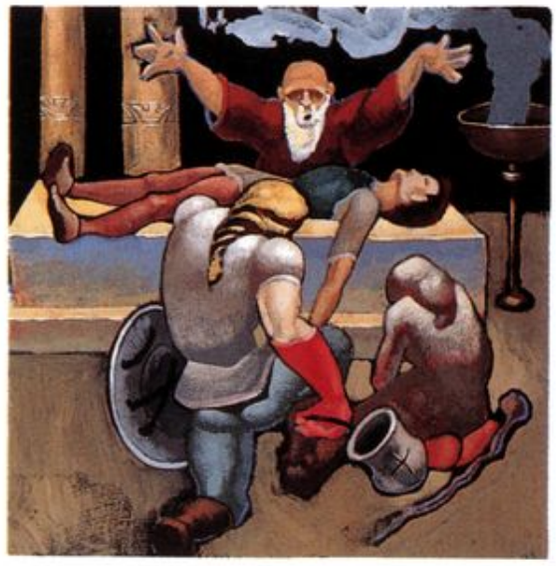
As your party strolls leisurely through the maze, certain monsters seem bent on destroying (or at least slowing down) the journey's progression. When this happens, you and your party will enter combat *(Photo 2)*. You may be

attacked by one or several groups of monsters. The picture of the first, or leading, group of monsters is shown. After your party has defeated the monsters, your characters will receive their share of experience points and gold pieces. Occasionally, your party will find a treasure chest. When this happens, first **Inspect** the chest for traps designed to protect the treasure. Thieves are specially trained to find such traps. If your thief should find one, **Disarm** the trap before opening the chest. Once the trap has been disarmed, the monsters' treasure will fall into your hands.

Rest and Relaxation at The Adventurer's Inn

When your characters return from the dungeon, they will often be hurt from fighting the monsters, and the spell casters' power may be weakened. Visiting the Adventurer's Inn will cure these ailments. For a fee, your party members can recover their health (this can also be done by magical means in Camp), and for free, your spell casters will gain back their magic points. Additionally, if your characters have earned enough experience points, they may gain an experience level.

Resurrection and Cure at The Temple of Cant



A character may expire, become paralyzed or petrified during an adventure. Bring these injured characters to the Temple for curing or resurrection.

ENDING AND RESTARTING THE GAME

Ending Your Session

When you have finished playing Wizardry, and are ready to turn the power off, follow the steps below to properly save the game.

In the Castle: Go to the Edge of Town and select [LEAVE GAME]. Turn Power switch off while pressing [RESET] switch. If you turn off the Power switch without pressing the [RESET] switch, backup of the game is not accurately done and the data may be damaged.

In the Maze: Press the [SELECT] button and the command menu will appear. Select [QUIT] to interrupt the adventure. Your characters and their location will be saved in the maze, and you will return to the Castle. At this point, follow the above directions for "In the Castle".

Restarting the Game

You may restart your adventure from two places depending on where you left your characters. To restart your game, follow the steps below.

From the Castle: If you left the game in the Castle, you will resume your adventure here. Go to Gilgamesh's, regroup your party, and venture off into the maze.

From the Maze: If you quit the game while your party was in the maze, select the [RESTART AN OUT PARTY] option at the Edge of Town. A list of characters who are currently on expedition will appear. The adventure will restart when you select one character from the party. Soon you and your party will be in Camp ready to resume your journey. Should you accidentally press the [RESET] button during play, you may follow these same steps to get back into the fun.

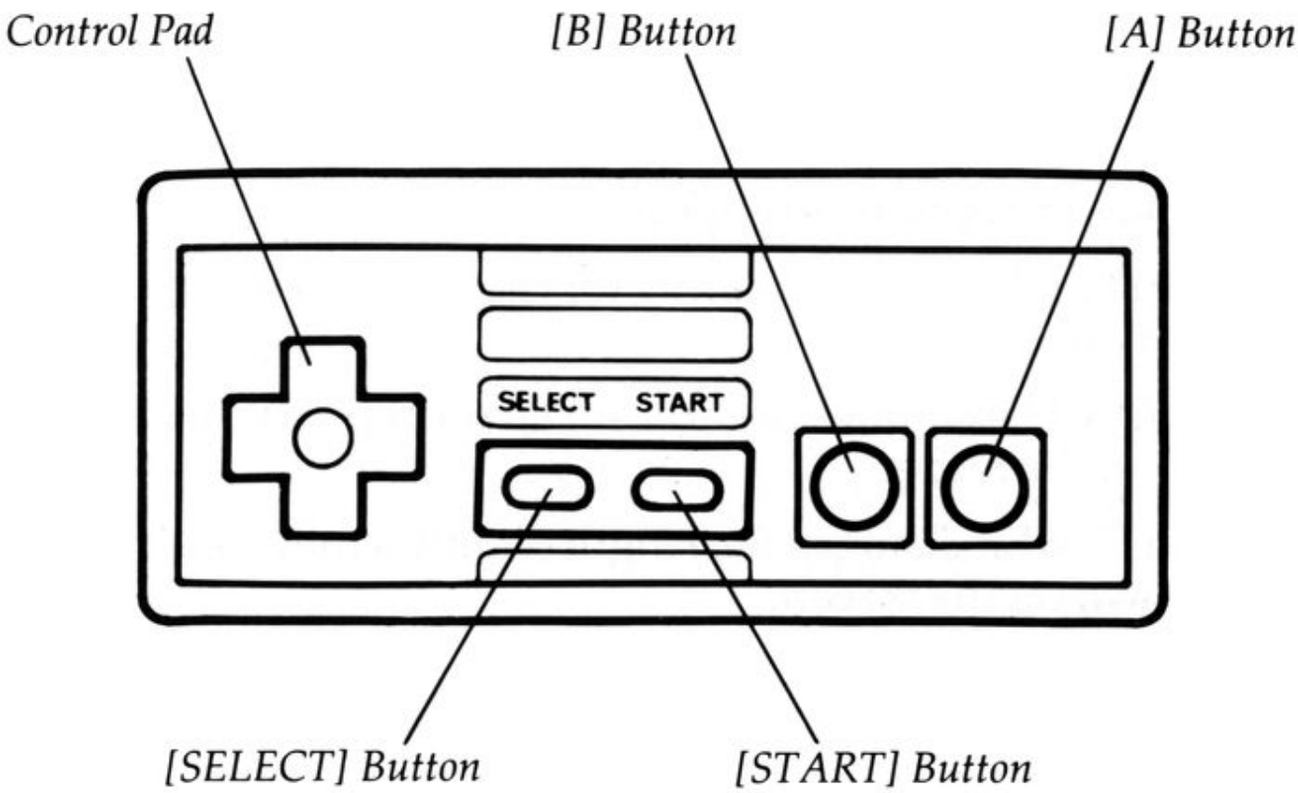
CONTROLLER OPERATION

Controlling the Controller

The Control Pad: Moves the selection up and down the commands.

The [A] Button: Sets the command.

The [B] Button: Cancels previous command or selects the last command in the command menu.



Controlling the Controller – In the Maze

The Control Pad: Pressing the control pad will move your party forward, left and right. Pressing down will reverse your party's direction. You may also press [A] to move forward.

The [A] Button: When your party sees a door, you may kick it open by pressing [A]. The door will not open by pressing forward on the control pad.

The [B] Button: To enter Camp from the Maze, press the [B] button.

The [START] Button: The party window is erased with the [START] button. Pressing the same button again causes the window to reappear.

The [SELECT] Button: Pressing the [SELECT] button causes the following options to appear:

QUIT ends the adventuring for the session and saves the party in the maze.

SEARCH examines the area for characters that have been left in the maze.

SET TIMER changes the length of time a message is shown on the screen.

LEAVE will continue the game.

REFERENCE SECTION

Good Luck on Your Journey (and other things you need to know)

Throughout the previous pages, *Wizardry* was explained to you as quickly as possible (after all, you want to get into the game . . . not just spend your day reading a manual). If you are confused on some areas while playing the game, you may reference them in the sections which follow for a detailed explanation.

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THE TRAINING GROUNDS: CREATING A CHARACTER

Wizardry characters are unique individuals with strengths, faults and special abilities just like you. To develop your party members, select [CREATE]. A maximum of six characters can be involved in an adventure at one time, so you don't need to create more than this. When creating members of the party, try to get a good balance. It is wise to create three members of the fighting variety (Fighter, Samurai, Lord), two magic users (Cleric, Mage, Wizard) and a Thief.

Photo 1. Entering the names at the Training Grounds.

Naming the Character

As you begin to create your character, *Wizardry* will ask you for the character's name *(Photo 1).* A character's name may contain up to eight letters. Select the letter with the control pad, and enter it with the [A] button. You may erase any mistake with the [B] button. When you are finished, select [ret]. *Wizardry* will then ask you, "Do you really want to create this character." If you do, select [Y]. If you enter the name of a character which has already been created, *Wizardry* will display that character's profile.

Determining the Character's Race

After you have entered the character's name, you must choose his or her race. Each race has its own strengths and faults, and these traits are useful in determining a character's profession.

Humans
Humans are average, excelling at nothing and have no particular faults except for a decided lack of piety.

Elves
Elves are intelligent and pious, but not too robust. They are excellent spell casters.

Dwarfs
Dwarfs are strong and hardy, and can become the best fighters.

Gnomes
Gnomes are pious and agile and make excellent Clerics.

Hobbits
Hobbits are agile and extremely lucky, and can become superb thieves.

Determining the Character's Alignment

With your character's race selected, you must now determine his or her alignment. Alignment is the character's general ethical outlook on life, and can be either good, neutral or evil.

Good: Good characters would go out of their way to help an old lady cross the street, even if it meant jumping over parked (and moving) cars.

Neutral: Neutral characters would help an old lady cross the street if they were travelling in the same direction.

Evil: Evil characters would help an old lady cross the street only if she offered several gold pieces in advance.

The alignment you choose for your characters must be compatible with the class or profession you wish your characters to enter. For example, a Samurai may not be evil. Furthermore, good and evil characters cannot travel together; neutral characters can travel with either alignment. Therefore, when you create your party, think of its alignment. For example, if you create an evil character, don't bother to create any good characters.

Alignment and Profession Chart

(Y = Yes, N = No)

	Good	Neutral	Evil
Fighter	Y	Y	Y
Mage	Y	Y	Y
Cleric	Y	N	Y
Thief	N	Y	Y
Wizard	Y	N	Y
Samurai	Y	Y	N
Lord	Y	N	N
Ninja	N	N	Y

Selecting Your Character's Profession

Once you have selected your character's alignment, you will be shown the character's window *(Photo 2).* Your character has six basic statistics which are based on the race you selected for the character. Additionally, your character has been awarded bonus points. When you add these extra points to the statistics, your character may qualify for one or more professions.

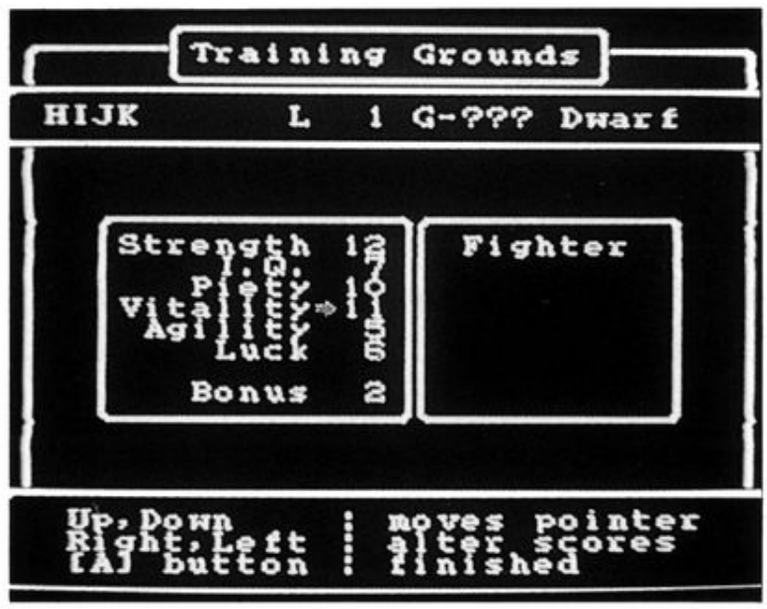


Photo 2. The left side shows the six statistics and the bonus points. The profession is shown to the right when the statistics change.

To distribute the bonus points, move the pointer with the control pad to the desired statistic. Press the control pad to the sides to add or subtract points. You cannot subtract points below their original amount, nor can you increase a statistic above 18. When you have used up all of the bonus points, select a class with the control pad, and press [A] to set it.

STRENGTH: Indicates the character's mettle and skills in combat.

I.Q.: Indicates the character's general intelligence about life in the dungeon, and influences the Mage's ability to cast and learn spells.

PIETY: Indicates the degree of pious strength the character possesses, and influences the Cleric's ability to cast spells.

VITALITY: Indicates the life force of the character, and affects the amount of hit points the character receives. When a character's vitality reaches zero, the character is retired from the game.

AGILITY: Indicates the character's speed. Agility also helps the Thief to disarm and find traps on treasure chests.

LUCK: Comes to your character's aid in many mysterious ways.

There are minimum required statistics for each of the eight professions. When distributing your bonus points, you should keep these minimum numbers in mind. For example, A Fighter needs a strength of 11. If you add enough bonus points to strength, the option to become a Fighter will appear in the window.

Once you have distributed the bonus points, and selected your character's class, Wizardry will ask you if you wish to keep the character. If so, the character will be listed in the roster. You should create five more characters to join this one in an adventure. Up to 20 characters may be listed on the roster, and unnecessary characters may be deleted. An explanation of each of the classes follows.

Fighter
The basic person-at-arms. Fighters have high hit points and can use almost any armor and weapon. Fighters must have at least 11 strength.

Mage
The sorcerer. Mages have poor hit points, can use a limited amount of weapons, and can wear no armor except for robes! They cast Mage spells, including the dreaded Tiltowait. Mages must have at least 11 I.Q.

Cleric
The sacred one. Clerics have fairly high hit points, but do not fight as well as Fighters. They must use specially consecrated weapons, and can wear only light body armor. They can cast Cleric spells as well. Clerics must have at least 11 piety.

Thief
The artful-dodger. Thieves have average hit points. Their weapons are limited to daggers, short swords and bows; they can wear leather armor and use a small shield. Thieves are good at detecting traps and opening treasure chests. Thieves need at least 11 agility.

Wizard
A combination of a Cleric and a Mage, with advantages and disadvantages of both. Wizards have average hit points, can wear chain armor and use Clerics' weapons. They can cast both Mage and Cleric spells, and are capable of identifying unknown items the party finds in the maze. Wizards must have at least 12 I.Q. and 12 Piety.

Samurai
A combination of Fighter and Mage. These folk are fantastic warriors, and can use most Fighter weapons and armor. Of all the classes, Samurai's hit points tend to be the highest. At the fourth level of ability, Samurai slowly begin to learn Mage spells. Samurai must have at least 15 strength, 11 I.Q., 10 piety, 14 vitality and 10 agility.

Lord

A combination of Fighter and Cleric. They have the hit points and abilities of Fighters, but at the fourth level of ability they gain the ability to cast Cleric spells and to dispel. They can wear most Fighter armor and use most Fighter weapons. Lords must have at least 15 strength, 12 I.Q., 12 piety, 15 vitality, 14 agility and 15 luck.

Ninja

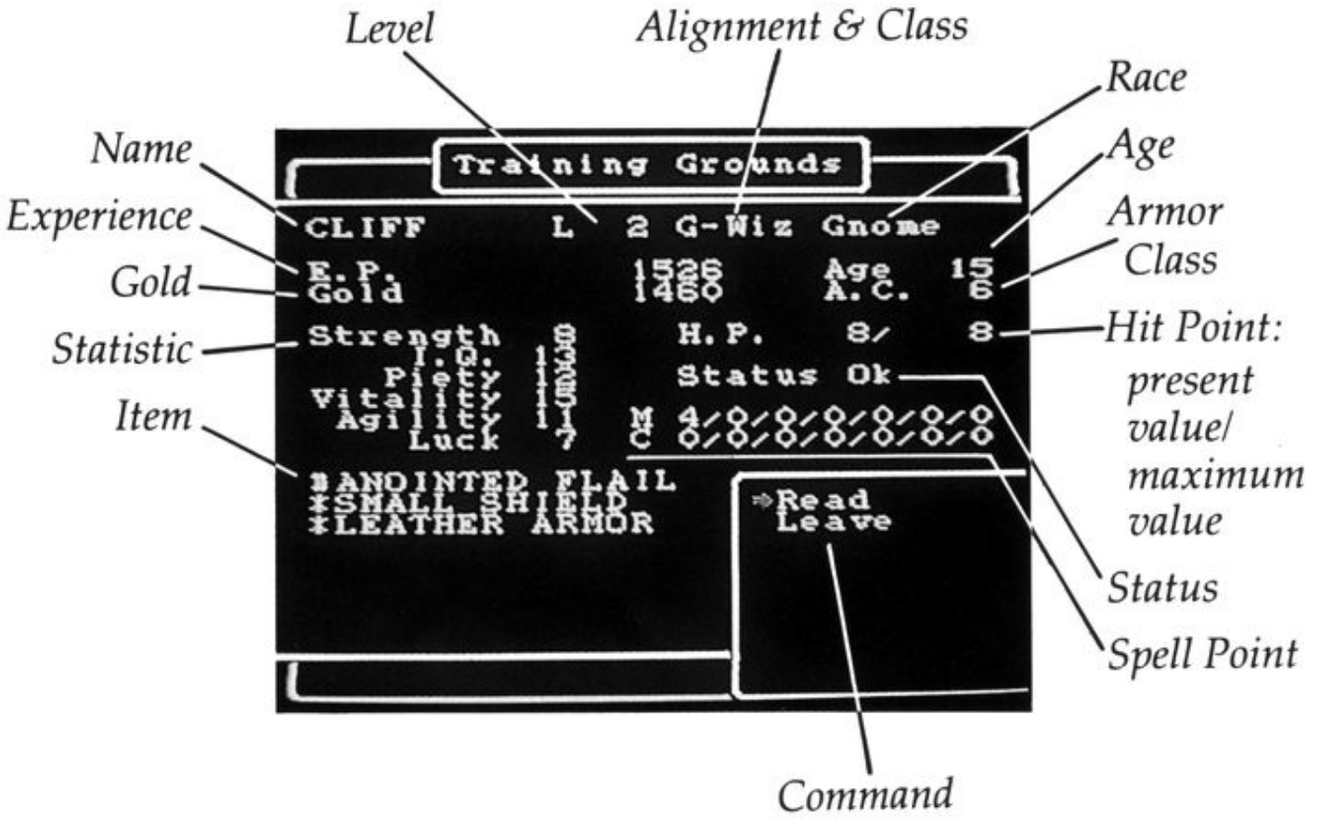
A super-devastating fighting machine. Ninjas can use the same weapons and armor as a Fighter, but work best without any. When fighting with their bare hands, Ninjas sometimes defeat the strongest opponent with just one blow! As long as they disdain armor, their great training gives them a lower and lower armor class. Ninjas earn average hit points, but learn no spells, and like a Thief, Ninjas are skilled at picking the traps on treasure chests. Ninjas must have at least 17 in all statistics.

THE TRAINING GROUNDS: OTHER OPTIONS

INSPECT

Inspect allows you to view a character's statistics. When you select this option, a roster of characters will be displayed *(Photo 1)*. At this time, you may [READ] the character's spells (the list of spells the character has learned).

Photo 1. To Inspect a character, use the character window.



Alignment and Class

The following codes may appear for a character's alignment and class.

G	Good	**FIG**	Fighter	**WIZ**	Wizard
N	Neutral	**MAG**	Mage	**SAM**	Samurai
E	Evil	**CLE**	Cleric	**LOR**	Lord
		THI	Thief	**NIN**	Ninja

Level (L) and Experience Points (E.P.)

When your characters defeat a group of monsters, their experience points are increased. "E.P." reflects the total number of experience points the character has earned. The experience level (L) of the character is increased when a character has earned enough experience points to gain a level. A character's experience level reflects the character's general level of ability for his or her profession.

Age

Just like you, your characters have an age, and show the wear and tear of it. After age 50, a character becomes more and more feeble, and tends to lose his or her vitality.

Gold

Your characters begin life with only a small amount of gold, but as they defeat monsters and discover treasure chests, their wealth grows. Gold reflects the amount of gold pieces that character possesses.

Armor Class (A.C.)

The armor class (A.C.) reflects how well the character is protected from physical attacks while in combat. The lower the number, the better protected the character is. Bare skin has an A.C. of 10 while a Sherman tank would have an A.C. of -10. As your characters acquire better armor, the A.C. will be lowered.

Hit Points (H.P.)

Hit points reflect the health of your character. Each time your character is injured, points are deducted. When the hit points reach zero, the character expires. Hit points are displayed in two sections, 8/8. The number to the left is the present value. The number to the right reflects the value when the character is in full health. Hit points can be recovered by resting at the Adventurer's Inn or magical means.

Status

Status is a general description of the character's health. Normally a character's status will be OK. However a character may become asleep, afraid, paralyzed, poisoned, petrified, out, expired, ashes or lost. If your character's status is "out," he or she is in the maze. Select **[RESTART AN OUT PARTY]** to recover out characters.

Magic Points (M.P.)

Magic Points, or spell points, show your character's current magical power. You'll see a series of seven zeros for the Cleric. The Mage is represented by the number four followed by six zeros. Your characters may have higher numbers depending on their level and class.

There are two basic categories of spells: Mage and Cleric. Within each Cleric and Mage category, there are seven levels of spells, from weak level 1 spells to the powerful (to put it mildly) level 7 spells. For a character to be able to cast a particular spell, he or she needs to have that spell in his or her spell book and a magic point with which to cast it. Each number seen while inspecting your character represents the amount of magic points a character has in that level and the number of spells that character may cast.

So, in order to cast a Halito, the spell must be in the character's book and there must be a first level magic point available. When a spell is cast, the character loses a magic point from the appropriate category and level. However, the character retains knowledge of the spell. To regain magic points, the character must rest in the Adventurer's Inn. Eventually, as your characters gain experience levels, they will learn new spells and acquire more magic points.

DELETE

If you create characters you no longer wish to use, you may delete them using this option. Before Wizardry deletes a character, you will be asked if you really want to delete (just in case).

CHANGE NAME

Change Name allows you to give a character a new identity. When you change a character's name, you will enter it the same way as you did when you created the character.

CHANGE CLASS

Changing class allows your charater to switch careers in mid-life. For example, this option is used when a character of a basic class, a fighter, wishes to enter an elite class, a Ninja. If the Fighter's statistics qualify for that class, at least 17 in all statistics and an evil alignment, the option to change class to a Ninja will be given. Your characters may change to any class they wish provided their alignments and statistics are right. When your character changes class, several changes will take place:

The age is increased.
The experience level returns to one.
The experience points become zero.
The statistics return to the minimum values for the character's race.

However, the value of the character's hit points will remain the same, and the character will retain knowledge of the spells he or she currently knows.

GILGAMESH'S TAVERN

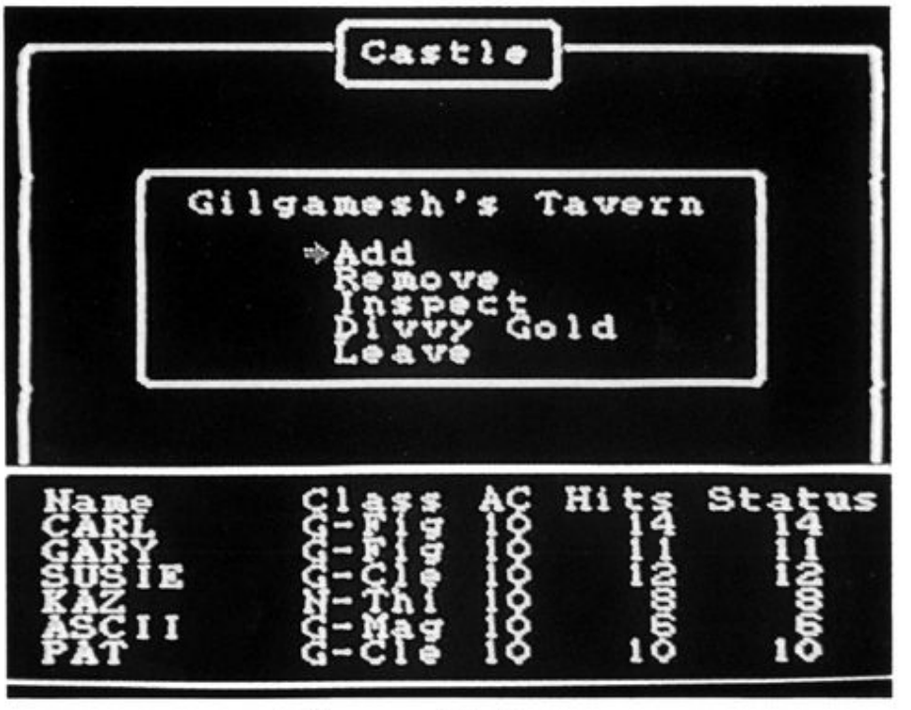
After creating your characters, a party is formed at the tavern. Here you may inspect your characters, trade items and gold, equip items and read magic spells. You begin by adding members to the party.

Add

When you select [ADD], the roster of characters available for adventure is displayed. Select your members by moving the control pad up or down the list. Press [A] to add a character to the party. Once you have selected a character with a good or evil alignment, characters of the opposite alignment will not be allowed to join the party. You may add characters who are not alive (or otherwise distressed) to the party if you wish to recover them by magical means in the maze. When you have finished selecting your six party members, or if you press [B], the roster list will disappear.

Remove

When you wish to remove a character from your party, select [REMOVE].



Gilgamesh's Tavern.

Inspect

Inspect lets you view a character's statistics. When a character is selected, the information about the character will be displayed. This display is the same as in the Training Grounds. However, your characters will have several new options.

EQUIP: Lets you select the weapons, armor and other items your character is to wear. Weapons and armor your characters possess but are not equipped with will be of no use to you in combat. To unequip an item, do not select it when asked to equip.

TRADE: Allows the characters to exchange items amongst themselves. When you select [TRADE], a list of characters he or she may trade with is displayed. To the right of each character is the amount of items the character is currently carrying. Select the item you wish to trade, and the deal will be complete. Items which are equipped must be unequipped before they can be traded.

POOL GOLD: Gives all of the party's gold to one party member.

READ: Allows you to read a character's spell books to see what spells he or she has learned.

DROP: Allows you to drop unwanted items from the character's possession. Equipped items must be unequipped before they can be dropped.

Divvy Gold

Divvy Gold pools the gold belonging to the party, and then evenly splits it up between the party members.

Leave

Leave exits the tavern.

THE ADVENTURER'S INN: GAINING A LEVEL AND HEALING

Healing Up

When your characters return from the dungeon, they are often worn, and show the signs of battle. Resting characters here will recover lost hit points for a fee, and magic points can be recovered for free. After entering the Inn, select the member you wish to rest and the room you wish him or her to rest in. The Stable is free, but it recovers only magic points. It does not recover lost hit points. In the other rooms, hit points are restored for a fee during each week of rest. Recovery is faster in the more expensive rooms. Continue to rest until all of the hit points are restored, or the character's gold pieces are used up. You may press [B] to exit early. Remember that age is important in *Wizardry*. As your characters rest in bed, healing and the like, their clock is ticking away.

Gaining an Experience Level

After your characters have tasted their first few battles, they may earn enough experience points to gain a level. When a character makes a level, several things happen:

The maximum value of the hit points increases.
The statistics change (either up or down).
Magic users may gain more spells or magic points.

If your characters should not have enough experience points to gain a level, the points necessary to reach the next level will be displayed.

THE TEMPLE OF CANT

When the party returns to the Castle from the maze, the dead, paralyzed or similarly distressed characters are separated from the party by the Castle guards and brought to the Temple. Characters who are poisoned are cured as soon as they enter the Castle. Permanently lost characters are buried.

When you enter the Temple, the names of the troubled characters are displayed. Select a character to cure or resurrect. The tithe, or fee, required will be listed and you will be asked who will pay it. Once you have selected the character to pay, the Temple Clerics begin their work.

Unless the character is extinct or in ashes, he or she will recover for certain. When resurrecting from extinction or ashes, the character may recover if he or she has a sufficient life force. However, the character will have only one hit point when resurrected. Unfortunately, the Clerics may fail. Should they botch the job with an expired character, he or she will turn to ashes. If an ashen character is not resurrected, he or she is lost, and may not be restored by any means.

BOLTAC'S TRADING POST

After your party is formed, weapons and armor for the expedition can be purchased here. The following services are provided for your characters:

Pool Gold

Pool Gold transfers all of the party's gold to the character who is shopping.

Buy

When you select [BUY], eight items and their prices will appear on the screen. Other items can be seen by scrolling downward with the control pad. When you see an item you would like to purchase, press [A]. Next, move the arrow which appears up or down until it points to the desired item. Press [A] again to purchase the item.

Sell

You can sell items to Boltac for the half of the purchase price (after all, he has to make a profit). To sell items, select them as you would when buying items.

Uncurse

Occasionally, one of your party members will get "stuck" with a cursed item. When this happens, your character cannot get rid of the item! Unfortunately, most cursed items have bad side-affects. For a fee, Boltac will remove the cursed item.

Identify

Boltac will identify items which your characters find in the maze. Boltac does this for a fee, of course. Your Wizard may be able to provide this service for free.

THE EDGE OF TOWN

After forming the party and buying their equipment, the adventure begins. The Edge of Town offers the entrance to the *Wizardry* dungeon and several other options.

Training Grounds

At the Training Grounds, you can create, delete and inspect characters. You may also change a character's name or class.

Maze

Here the characters can enter the maze and prepare for combat in Camp. To enter the maze, select [MAZE].

Restart an Out Party

When you have [QUIT] the game in the maze or if you accidentally pressed the [RESET] switch, you may resume your adventure with this option.

Leave Game

When your characters have had a full day in the dungeon, you may leave the game using this option. Turn the power off while pressing the [RESET] switch in order to have an accurate backup of your characters' data.

Castle

Selecting this option returns your characters to the Castle.

ADVENTURING

It's time to shine your characters' armor, ready their weapons and prepare for the battles ahead. From the Edge of Town, select [MAZE] to embark on your adventure.

CAMP

Your characters will arrive in Camp *(Photo 1)*. Here you prepare for adventure by equipping your characters and reordering the party for combat. In camp, your characters have several options.

INSPECT: Inspect shows the character's information just as it does in the Training Grounds. However, in Camp your characters have several additional options.

SPELL: Your characters may cast spells in camp. For an explanation on how to cast spells, see the spell casting section.

EQUIP: Equip readies your characters' weapons and allows them to wear their armor. If items are not equipped, they are of no use to your characters during combat.

IDENTIFY: The Wizard has the ability to identify unknown items your characters may find in the maze.

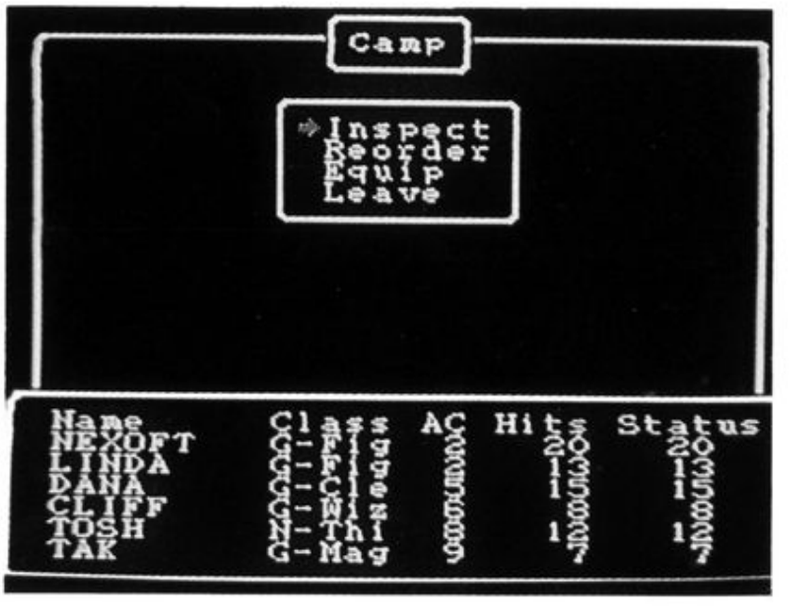


Photo 1.

USE: If your characters have an item such as a scroll or a magical potion, they may use them with this option.

REORDER: Reorder rearranges the marching order of your party members. The order of the characters affects combat. The first three members of your party may hit monsters, and likewise, may be hit by the monsters. The last three members of the party cannot hit monsters, but may cast spells. For the best order, put fighting characters in the front and the magic users and Thief in the back.

EQUIP: When you select [EQUIP], the entire party is equipped.

LEAVE: Leave exits Camp, and brings your party into the maze proper.

Entering the Maze Proper

Once your characters leave Camp, the maze is displayed *(Photo 2)*. The maze is dark, but a Milwa spells allows you to see further. Additionally, this spell will show your characters secret doors found in the maze.

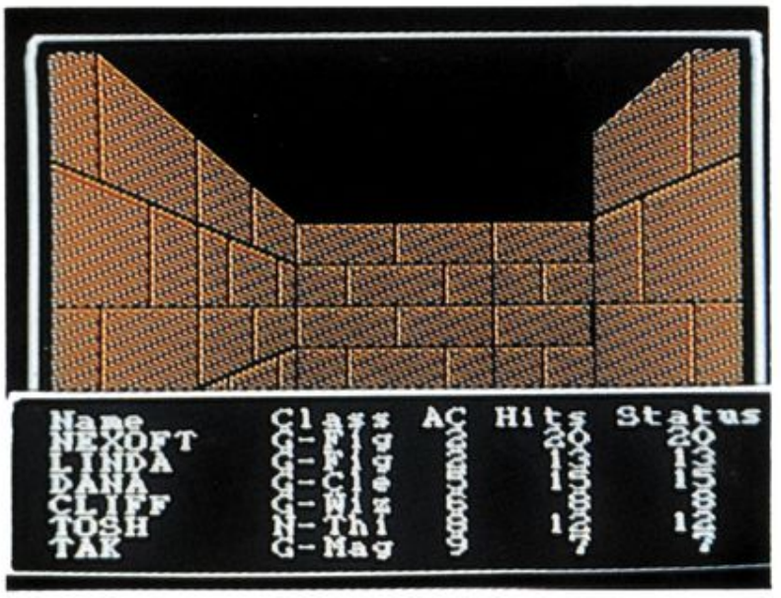


Photo 2.

Each maze level consists of 20 squares in east, west, south and north directions. When you begin the game, your characters are facing north at 0 east, and 0 north at the stairs leading to the Castle. Be certain to map your steps as your party moves from this location.

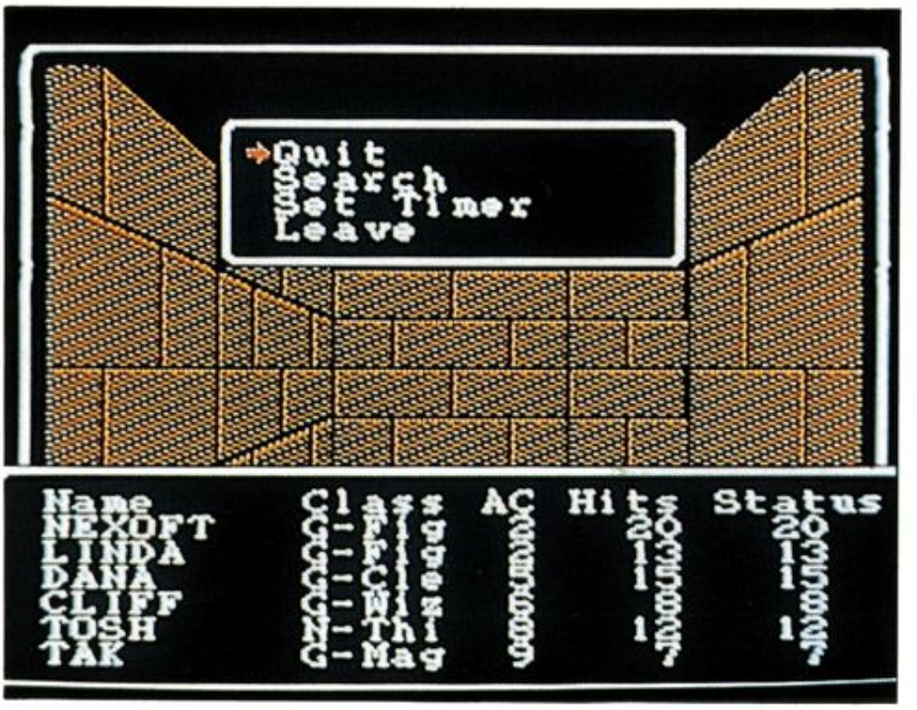
Maze Options: Quit, Search and Set Timer

While in the maze, pressing the **[SELECT]** button causes the following options to appear:

QUIT: Quit ends the adventuring for the session and saves the party in the maze. The screen will return to the Castle. To resume your adventure, select **[RESTART AN OUT PARTY]** at the Edge of Town.

SEARCH: Search examines the area the party occupies for characters that have been left dead or otherwise in the maze. The search extends only for the few squares the party is near, and will not search through walls or on the other side of doors or walls.

SET TIMER: Setting the timer changes the length of time a message is shown on the screen. The lower the number the faster the message is shown.



COMBAT: HACK-SLASHING FUN

When monsters are encountered in the maze, combat usually follows *(Photo 1)*. On the screen, you will see the graphic of the first monster group, and the names of all the monsters. The monsters' names, as they are first shown, identify only the monster type. To discern their true nature, cast the spell Latumapic, or wait until they reveal themselves in the course of combat. Additionally, *Wizardry* will show you the number of monsters you are up against. The number to the left of the monsters shows the amount of monsters present. The number to the right, on the other hand, shows you how many monsters are active. For example, five monsters may be present, but three may have been put to sleep. In this case, only two would be active.

Photo 1. When the Status is OK, the highest hit point value of the elected command is displayed.

Sometimes you may be ambushed by rude monsters or you may surprise unsuspecting creatures. In such cases, the attack is one-sided. If the monsters surprise you, they may hit your characters at will for one round, but may not cast any spells. The same holds true if you surprise the

monsters. When you meet a friendly group of monsters, you may fight the monsters or leave them in peace. When selecting your route, remember your party's alignment. Good characters would welcome a truce. Evil characters, on the other hand, would likely decline a friendly handshake, opting for the monsters' gold instead.

Setting Your Characters' Course

In combat, the actions of the party are chosen from the following commands. When the actions of the entire party have been decided, combat begins and the results are displayed. The status of the party is rewritten and with each round of combat. Members who are dead or unable to fight are moved to the rear of the party. When the monsters are defeated, the experience points and gold pieces earned by the party members are displayed.

FIGHT: Attacks the enemy with weapons. Only the first three members of the party may fight.

PARRY: Protect yourself with weapons and armor.

SPELL: Casts a combat spell (see list at the end of this manual). This may not be used in a surprise attack.

DISPEL: Can only be used by a Cleric or a high-ranking Wizard. Dispel kills animated monsters of the undead variety (skeletons, ghosts, etc.).

USE ITEM: Allows the character to use magical items, such as potions or spells, which are in the character's possession.

RUN: Attempts to take the party on a run away from the monsters and the encounter. If only one member selects this option, the entire party will run. Escape, however, is not guaranteed.

TAKE BACK: Erases all previous character combat selections, and allows you to begin choosing the characters options from the beginning.

AFTER COMBAT

Treasure Chests

After your characters have defeated the monsters, they may find a treasure chest. Should your characters find one *(Photo 1)*, they may do the following:

INSPECT: Allows a character, usually a Thief, to inspect the chest for a trap. When the inspecting member has been selected, the name of the trap he or she believes it to be is shown. Unfortunately, the character's selection may not always be right. If your character is not careful, the trap may be set off by mistake.

CALFO: Allows a Cleric to cast the Calfo spell. This is a level two spell, and will detect the trap on a chest with a 95% accuracy.

DISARM: When you believe you know what the trap is, your Thief may disarm the trap. When the trap is disarmed, its goodies are distributed among the party members.

OPEN: If you believe there is no trap on a treasure chest, you may simply open it (and hope for the best).

LEAVE ALONE: If your characters don't want the loot inside of the chest, or if the trap seems too big to overcome, you may leave the chest alone.

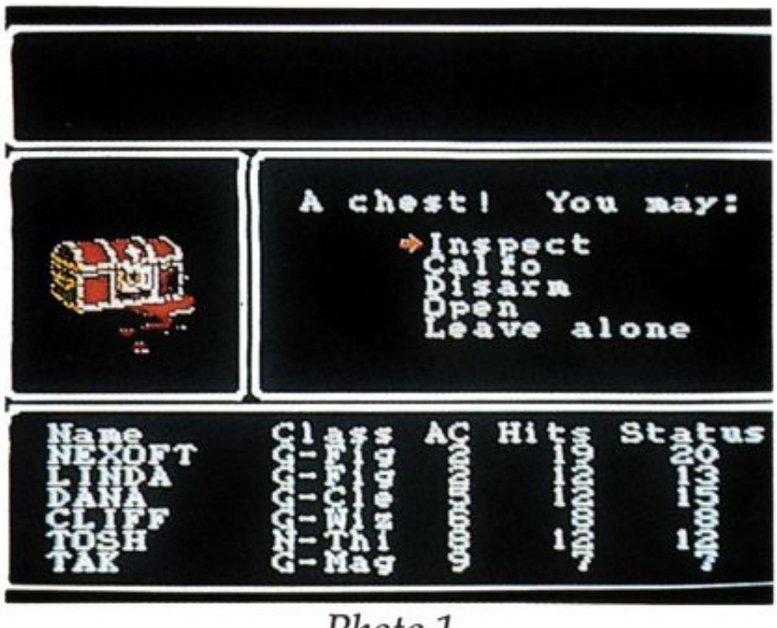


Photo 1.

The Cemetery

At times, the entire party may be killed. In that case, you may form another party of less than five members to retrieve the dead party. With this new party, return to the spot where the party was killed, press the [SELECT] button, [SEARCH] for the members and rescue them. Occasionally, you may find that some characters have been moved from the original spot of the kill. At other times, some of the characters' gold and armor may be missing. When characters are left in the maze, dead and unguarded, monsters tend to hide their bodies and pilfer their belongings.

HINTS FOR ADVENTURE

- Develop a well-balanced team. The "best" party has always been a player's opinion. However, when creating your party, it is best to have three classes which can fight (Samurai, Lord, Fighter), two magic users (Cleric, Mage, Wizard) and one Thief. Over the long run, an evil party consisting of two neutral Samurai, one Fighter, one Mage, one Cleric and a Ninja (have the Thief change class) works best.
- Use your spell-casting abilities. When you first enter combat, cast the Katino spell to put the monsters to sleep; it will be much easier to hit them. Naturally, this may not work against certain monsters. If your characters are hurt, cast a Dios spell to heal them.
- If you are unsure of winning, run away!
- When a member of a party is hurt or has used all of his or her magic points, return to the Castle to recover your character's hit points and to recoup your magic users' spells. Frequent return trips to the Castle help to insure a long-living party.
- Make an accurate map and check it constantly. This helps your party to stay on course. Be wary of nasty tricks designed to mislead you.

MAGICAL SPELLS

Spells are divided into two groups, Mage and Cleric. Mage spells are primarily designed for attack, and are learned by the Mage, Samurai and Wizard. Cleric spells are primarily for defense and cure and are learned by the Cleric, Lord and Wizard.

Each group of spells is divided into seven levels, each representing a higher power. A character begins learning the level one spells, and as he or she gains experience levels, new, more powerful spells are learned. Additionally, the number of times the spell can be cast, or magic points, increases (up to a maximum of nine).

When selecting [SPELL] in Camp or combat, the level of the spell appears *(Photo 1)*. The level of the spell may be switched with the up/down of the control pad, and the Mage/Cleric spells by the left/right of the button. When the spells are displayed, select the spell with the arrow by pressing the [A] button.

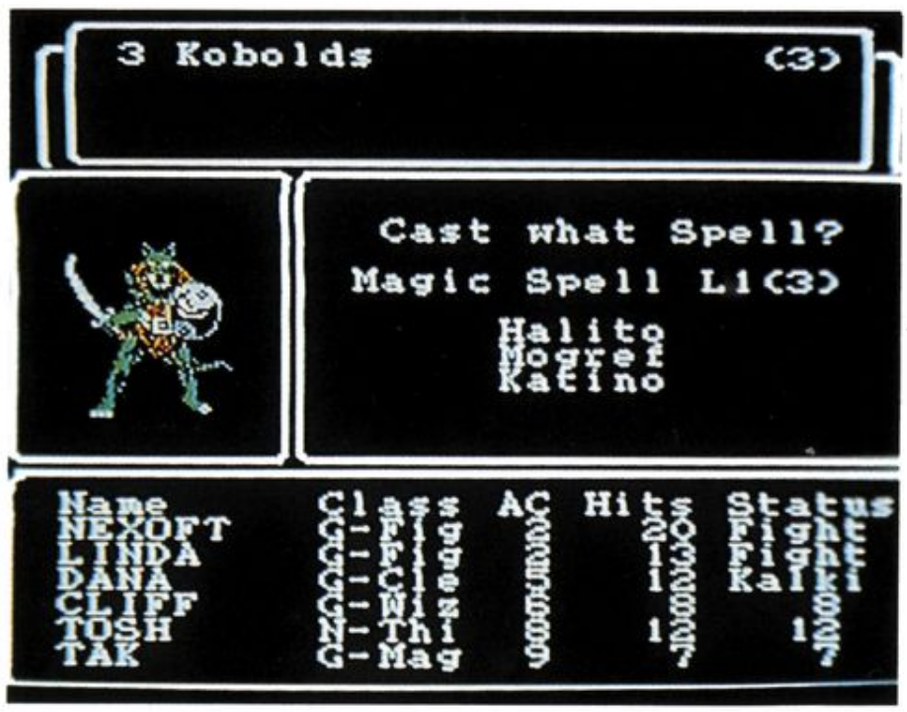


Photo 1. The figure in the parenthesis shows the number of times the spells of that level can be used.

MAGE SPELLS

Level 1 Mage Spells

Spell Name: HALITO
Translation: LITTLE FIRE
Cast When: Combat
Affects: 1 Monster

HALITO causes a flame ball about the size of a baseball to strike a monster, inflicting from one to eight hit points of damage.

Spell Name: MOGREF
Translation: BODY IRON
Cast When: Combat
Affects: Caster

MOGREF reduces the spellcaster's AC (Armor Class) by two points. This protection lasts for the rest of the encounter.

Spell Name: KATINO
Translation: BAD AIR
Cast When: Combat
Affects: 1 Group

KATINO causes most of the monsters in a group to fall asleep. KATINO only affects normal animal or humanoid monsters, and the duration of its effect is inversely proportional to the power of the monster. Sleeping monsters are easier to hit and successful attacks do double damage!

Spell Name: DUMAPIC
Translation: CLARITY
Cast When: Camp
Affects: Entire Party

DUMAPIC grants you insight into your party's position in the Maze: the exact displacement from the stairs leading to the Castle (vertically, North and East), and the direction you are currently facing.

Level 2 Mage Spells

Spell Name: DILTO
Translation: DARKNESS
Cast When: Combat
Affects: 1 Group

DILTO causes one group of monsters to be enveloped in darkness, which reduces their ability to defend themselves.

Spell Name: SOPIC
Translation: GLASS
Cast When: Combat
Affects: Caster

SOPIC causes the spell-user to become transparent. This makes him or her harder to see; thus the caster's AC is effectively reduced by four points during the rest of the encounter.

Level 3 Mage Spells

Spell Name: MAHALITO
Translation: BIG FIRE
Cast When: Combat
Affects: 1 Group

MAHALITO causes a fiery explosion to erupt amid a monster group, doing four to twenty-four hit points of damage.

Spell Name: MOLITO
Translation: SPARKS
Cast When: Combat
Affects: 1 Group

MOLITO causes sparks to fly about and cause three to eighteen points of damage to about half the monsters in a group. While inferior in many respects to MAHALITO, MOLITO affects some monsters that are impervious to fire-based spells, and the monsters that are struck by the spell are less likely to be able to minimize its effects.

Level 4 Mage Spells

Spell Name: MORLIS
Translation: FEAR
Cast When: Combat
Affects: 1 Group

MORLIS causes one group of monsters to fear the party, thus reducing the effectiveness of their attacks. The effects of MORLIS are comparable to a double-strength DILTO spell.

Spell Name: DALTO
Translation: BLIZZARD
Cast When: Combat
Affects: 1 Group

DALTO is a frigid version of MAHALITO, and inflicts six to thirty-six points of damage.

Spell Name: LAHALITO
Translation: TORCH
Cast When: Combat
Affects: 1 Group

LAHALITO is an "industrial-strength" version of MAHALITO, and inflicts six to thirty-six points of damage.

Level 5 Mage Spells

Spell Name:	MAMORLIS	MAMORLIS is an improved version of MORLIS that makes all of the monsters in an encounter fear the party, thus reducing the effectiveness of their attacks.
Translation:	TERROR	
Cast When:	Combat	
Affects:	All Monsters	
Spell Name:	MAKANITO	MAKANITO asphyxiates most air-breathing monsters with less than forty hit-points. This is an all or nothing spell; if MAKANITO does not defeat a monster, that monster is undamaged by the spell.
Translation:	DEADLY AIR	
Cast When:	Combat	
Affects:	All Monsters	
Spell Name:	MADALTO	MADALTO is a supercooled DALTO that causes eight to sixty-four points of icy damage.
Translation:	FROST KING	
Cast When:	Combat	
Affects:	1 Group	

Level 6 Mage Spells

Spell Name: LAKANITO
Translation: VACUUM
Cast When: Combat
Affects: 1 Group

LAKANITO will defeat all the monsters in a group if they breathe air.

Spell Name: ZILWAN
Translation: DISPELL
Cast When: Combat
Affects: 1 Monster

ZILWAN will dispell one monster of the "Undead" variety.

Spell Name: MASOPIC
Translation: CRYSTAL
Cast When: Combat
Affects: Entire Party

MASOPIC duplicates the "transparency" effects of SOPIC, but affects the entire party.

Spell Name: HAMAN
Translation: BEG
Cast When: Combat
Affects: Variable

HAMAN is an unusual spell. It allows the caster to beg the gods for aid. Only thirteenth-level or higher characters may cast HAMAN, and doing so costs them a level of experience! If the gods decide to answer your plea, you will be given a choice of possible boons.

Level 7 Mage Spells

Spell Name: MALOR
Translation: TELEPORT
Cast When: Anytime
Affects: Entire Party

When cast in Combat, MALOR randomly teleports the party to another location on the same level. When cast in Camp, the caster can select his destination precisely. Teleporting outside the Maze, or into an area of solid rock, will have catastrophic results.

Spell Name: MAHAMAN
Translation: BESEECH
Cast When: Combat
Affects: Variable

This more powerful version of HAMAN has the same costs and conditions of casting, but the boons that the gods grant are more valuable.

Spell Name: TILTOWAIT
Translation: KA-BLAM!
Cast When: Combat
Affects: All Monsters

The effect of this spell is somewhat like the detonation of a small tactical nuclear weapon, and causes from ten to a hundred and fifty (150) hit points of damage to all the monsters opposing the party!

CLERIC SPELLS

Level 1 Cleric spells

Spell Name: KALKI
Translation: BLESSINGS
Cast When: Combat
Affects: Entire Party

KALKI reduces the AC (Armor Class) of all party members by one point, and thus makes them harder to hit.

Spell Name: DIOS
Translation: HEAL
Cast When: Any time
Affects: 1 Person

DIOS restores from one to eight lost hit points to a party member. It will not bring the expired back to life.

Spell Name: BADIOS
Translation: HARM
Cast When: Combat
Affects: 1 Monster

BADIOS inflicts from one to eight hit points of damage upon a monster. It is the inverse of DIOS.

Spell Name: MILWA
Translation: LIGHT
Cast When: Any time
Affects: Entire Party

MILWA causes a softly glowing magical light to accompany the party, illuminating more of the Maze and revealing all secret doors. The light lasts only a short time.

Spell Name: PORFIC
Translation: SHIELD
Cast When: Combat
Affects: Caster

PORFIC lowers the AC of the caster by 4 points. The effects last for the rest of the combat.

Level 2 Cleric Spells

Spell Name: MATU
Translation: ZEAL
Cast When: Combat
Affects: Entire Party

MATU reduces the AC (Armor Class) of all party members by two points, and thus is a double strength KALKI.

Spell Name: CALFO
Translation: X-RAY
Cast When: Looting
Affects: Caster

CALFO permits the caster to determine the nature of a trap on a chest with excellent reliability.

Spell Name: MANIFO
Translation: STATUE
Cast When: Combat
Affects: 1 Group

MANIFO causes some of the monsters in a group to become still as statues for one or more melee rounds. The practical effects are similar to KATINO; the monsters cannot attack, and physical attacks upon them are easier and do double damage.

Spell Name: MONTINO
Translation: STILL AIR
Cast When: Combat
Affects: 1 Group

MONTINO causes the air around a group of monsters to stop transmitting sound, thus preventing them from casting spells!

Level 3 Cleric Spells

Spell Name: LOMILWA
Translation: SUNBEAM
Cast When: Any time
Affects: Entire Party

Like MILWA, LOMILWA causes a softly glowing magical light to accompany the party, illuminating more of the Maze and revealing all secret doors. The effects of LOMILWA, however, last for the duration of the expedition.

Spell Name: DIALKO
Translation: SOFTNESS
Cast When: Any time
Affects: 1 Person

DIALKO cures paralysis, and frees those under the spell of KATINO or MANIFO.

Spell Name: LATUMAPIC
Translation: IDENTIFY
Cast When: Any time
Affects: Entire Party

LATUMAPIC reveals the true names of the monsters you meet. The effect lasts for the rest of the expedition.

Spell Name: BAMATU
Translation: PRAYER
Cast When: Combat
Affects: Entire Party

BAMATU is a double-strength MATU spell. It reduces the AC of each party member by four points for the duration of the combat.

Level 4 Cleric Spells

Spell Name:	DIAL	DIAL is an improved DIOS spell. It restores two to sixteen hit points to a party member.
Translation:	CURE	
Cast When:	Any time	
Affects:	1 Person	
Spell Name:	BADIAL	BADIAL is the inverse of DIAL. It inflicts two to sixteen hit points of damage upon a monster.
Translation:	WOUND	
Cast When:	Combat	
Affects:	1 Monster	
Spell Name:	LATUMOFIS	LATUMOFIS removes the effects of poison.
Translation:	CLEANSE	
Cast When:	Any time	
Affects:	1 Person	
Spell Name:	MAPORFIC	MAPORFIC is an improved version of PORFIC that lasts for the duration of the expedition. This is the best overall defensive spell.
Translation:	BIG SHIELD	
Cast When:	Any time	
Affects:	Entire Party	

Level 5 Cleric Spells

Spell Name: DIALMA
Translation: BIG CURE
Cast When: Any time
Affects: 1 Person

DIALMA is an improved DIAL spell. It restores three to twenty-four hit points to a party member.

Spell Name: BADIALMA
Translation: BIG WOUND
Cast When: Combat
Affects: 1 Monster

BADIALMA is an improved BADIAL spell. It inflicts three to twenty-four hit points of damage upon a monster.

Spell Name: LITOKAN
Translation: FLAMES
Cast When: Combat
Affects: 1 Group

LITOKAN causes a pillar of flame to strike a group of monsters, doing three to twenty-four points of damage to each.

Spell Name: KANDI
Translation: LOCATION
Cast When: Camp
Affects: Caster

KANDI allows the caster to locate the approximate position in the Maze of another character.

Spell Name: DI
Translation: LIFE
Cast When: Camp
Affects: 1 Person

DI attempts to resurrect a dead character. There is a chance that the spell will fail. If successful, the restored character will have but one hit point. DI cannot resurrect a character who is in ashes, and if it fails will turn a dead character into ashes. This spell is not as effective as the one cast by the Clerics of the Temple of Cant.

Spell Name: BADI
Translation: DEATH
Cast When: Combat
Affects: 1 Monster

BADI attempts to give the target a heart-attack. If successful (and the target must have a heart for this to be so!) the monster is defeated.

Level 6 Cleric Spells

Spell Name: LORTO
Translation: BLADES
Cast When: Combat
Affects: 1 Group

LORTO causes sharp blades to slice through a group, causing six to thirty-six points of damage to each monster in that group.

Spell Name: MADI
Translation: RESTORE
Cast When: Any time
Affects: 1 Person

MADI totally restores the recipient to perfect health, so long as he or she is not deceased or worse. It is important to recognize that in the world of Wizardry, there are things worse than extinction.

Spell Name: MABADI
Translation: MAIMING
Cast When: Combat
Affects: 1 Monster

MABADI strips the target monster of all but a few of its hit points.

Spell Name: LOKTOFEIT
Translation: RECALL
Cast When: Combat
Affects: Entire Party

LOKTOFEIT causes all party members to be teleported back to the Castle, minus all their equipment and most of their gold. There is a very good chance this spell will fizzle.

Level 7 Cleric Spells

Spell Name: MALIKTO
Translation: WRATH
Cast When: Combat
Affects: All Monsters

MALIKTO causes fiery meteors to descend upon all the monsters, inflicting from twelve to seventy-two points of damage upon each.

Spell Name: KADORTO
Translation: REBIRTH
Cast When: Camp
Affects: 1 Person

KADORTO restores the expired to life, even those reduced to ashes. It also restores all of the recipient's hit points. As with DI, there is a chance that KADORTO will fail. If a character who is in ashes fails to be resurrected by KADORTO, he or she will be lost forever.

QUESTIONS AND ANSWERS

Q) I have created the characters, but do not know what weapons and armor to buy.

A) When characters are first created, they have an average of 900 gold pieces among them. Therefore, expensive items are beyond their reach. To begin with, purchase Long Swords, Shields and Chain Mail (or Breast Plates) for your fighting characters. The Cleric may buy an anointed mace, chain mail and a shield. The Thief may buy a dagger, leather armor and a small shield. The Mage is limited in his armor-wearing ability, and may only purchase robes and a staff or dagger. If your characters have enough money left over, consider purchasing a helm for one of your fighting characters.

Q) If you should happen to die quickly, does it mean that the game cannot continue?

A) The game can always continue. Just create another party. When your party first enters the maze, their visit should be short. Have one encounter, return to the castle and heal up. Remember, Clerics have healing spells (Dios). When your characters have gained enough experience points and advance a level, their stamina in the maze will grow.

Q) How can I create characters with elite classes?

A) The Wizard, Samurai, Lord and Ninja are members of the elite class. You may create a Wizard and a Samurai in the Training Grounds if your bonus number is high enough. A Lord and a Ninja, on the other hand, must go through their early life in another profession. When they have increased their statistics to (or above) the proper values, they will be allowed the option to change class.

Q) What happens to my magic user's spells when he or she changes class?

A) Magic using characters will retain knowledge of any spells they may already know, and will always get one spell point for each spell they know. However, they will lose the extra magic points received for being a member of their previous class. Additionally, if they know at least one spell of a particular type and level, then they will eventually learn all the spells of that type and level, even if their new class doesn't learn spells of that type.

Q) Once I have entered the maze, what happens if I get lost?

A) If you get lost, you must use luck to find your way back! Prevent this sort of situation by mapping.

Q) How do I know if there is a trap on a treasure chest?

A) When you find a treasure chest, have your Thief inspect it. If a trap is found, your thief may try to disarm the snare. If he or she is not successful the first time, but does not set off the trap, try again. Your Cleric may also detect traps on treasure chests by casting the spell Calfo. However, Clerics should leave the disarming of the trap to the Thief.

Q) Is there a way to avoid getting hit by "critical hits" and "level drains"?

A) Unfortunately, there isn't. However, you may find magical items which help you to resist such attacks. Additionally, a low armor class provides protection.

Q) I have created twenty characters, and all of them have destroyed Werdna. I'd like to win the game again. How can I do this?

A) There are two ways to return to the way things were at the beginning of the game. Remove characters you no longer want to use by deleting them in the Training Grounds. This will free up space for new characters. Secondly, you can delete all the characters in the Training Grounds. When you have done so, the game will ask you "Will you reset the backed up data?" Select [YES].

Q) After destroying Werdna and returning to the castle with the amulet, I went back to Werdna's lair. It says he is "Out." What happened?

A) If anyone in your party has the mark of the Chevron (received after destroying Werdna), Werdna will not be in. After all, the Chevron means you have already destroyed him. Create a new party of characters and captain them to Werdna's lair. He'll be waiting for you.

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